Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1.-10. (canceled)

11. (currently amended) A method for manipulating a traditional television program broadcast signal in a communication system including a headend that receives the traditional television program broadcast signal and that sends programming to a plurality of hubs with each hub sending the programming to at least one node that distributes the programming to end users, the method comprising:

receiving the traditional television program broadcast signal at the headend for broadcast distribution to the end users;

establishing a buffered storage queue at the headend that receives the signal; and

transmitting a stream from the headend, the stream passing through a hub and through a node to reach an end user, the stream being derived from the traditional television program broadcast signal, and the stream originating from a user selected playback point in the buffered storage queue whereby the traditional television broadcast signal is distributed to the user and wherein user selection of the playback point allows the user to manipulate an otherwise traditional television program broadcast signal.

12. (original) The method of claim 11 wherein transmitting the stream further comprises:

unicasting a plurality of streams, each steam being derived from the signal, and each stream originating from a corresponding user selected playback point in the storage queue.

13. (previously presented) The method of claim 11 wherein the stream is being received and played at a destination, the method further comprising:

in response to a user at the destination requesting to pause, sliding the user selected playback point within the queue at such a rate to cause the playback point to remain substantially stationary in time; and

in response to a user at the destination requesting to resume, stopping the sliding.

14.   (previously presented) The method of claim 11 wherein the stream is being received and played at a destination, the method further comprising:

in response to a user at the destination requesting to rewind, sliding the user selected playback point within the queue at such a rate to cause the playback point to move backward in time; and

in response to a user at the destination requesting to resume, stopping the sliding.

15.   (previously presented) The method of claim 11 wherein the stream is being received and played at a destination, the method further comprising:

in response to a user at the destination requesting to fast-forward, sliding the user selected playback point within the queue at such a rate to cause the playback point to move forward in time; and

in response to a user at the destination requesting to resume, stopping the sliding.

16.   (previously presented) The method of claim 11 wherein the stream has a destination, and wherein the method further comprises:

receiving the stream at the destination;

establishing a buffered storage queue at the destination that receives the stream; and

in response to a user selecting a desired position in the destination buffered storage queue, playing the stream at the destination from the desired position in the destination buffered storage queue.

17.   (canceled)

18.   (currently amended) A system for manipulating a <u>traditional television</u> <u>program</u> broadcast signal, the system comprising:

a communication system including a headend, a plurality of hubs and a plurality of nodes that distribute programming to end users, the headend receiving the <u>traditional</u> <u>television program broadcast</u> signal <u>for broadcast distribution to the end users</u>, the headend being operative to establish a buffered storage queue at the headend, and the headend being further operative to transmit a stream from the headend, the stream passing through a hub and through a node to reach an end user, the stream being derived from the <u>traditional television</u> <u>program broadcast</u> signal, and the stream originating from a user selected playback point in the buffered storage queue <u>whereby the traditional television broadcast signal is distributed to</u> <u>the user and wherein user selection of the playback point allows the user to manipulate an</u> <u>otherwise traditional television program broadcast signal</u>.